TRAFFIC COMMITTEE AGENDA

City of Grover Beach Traffic Committee Thursday, September 11, 2014 9:30 a.m.

City Hall Conference Room 154 South 8th Street, Grover Beach, CA

In compliance with the Americans with Disabilities Act, if you need special assistance to participate in a City meeting, please contact the City Clerk's Office (473-4567) at least 48 hours prior to the meeting to ensure that reasonable arrangements can be made to provide accessibility to the meeting.

CALL TO ORDER

ROLL CALL Police Chief Jim Copsey

Community Development Director Bruce Buckingham

Public Works Director/City Engineer Greg Ray Interim Fire Chief/Executive Officer Ricky Heath

Citizen Representative Paul Brunner

PUBLIC COMMUNICATIONS

Any member of the public may address the Traffic Committee for a period not to exceed three minutes total on any item of interest within the jurisdiction of the Traffic Committee. The Committee will listen to all communications. However, in compliance with the Brown Act, the Traffic Committee cannot act, on any item not on the agenda.

Staff reports or other written materials relating to each item of business referred to on this agenda are available for public inspection and reproduction during normal business hours at the Police Department, 711 Rockaway Avenue, Grover Beach, CA. Related materials submitted after distribution of the agenda packet are available in the Police Department during normal business hours. If you have questions regarding any agenda item, please contact the Police Department Administrative Secretary at (805) 473-4507.

OLD BUSINESS

1) Approval of Minutes from August 14, 2014.

NEW BUSINESS

1) The Beach Place, LLC

The Beach Place, LLC would like to create a 30 minute parking zone adjacent to the retail shops along the south curb line of West Grand Avenue from in front of 236 West Grand Avenue all the way to Third Street, and along the west curb line of Third Street from West Grand Avenue to the driveway for the parking area behind 278 West Grand Avenue.

ADJOURNMENT